Subject: ArrayCtrl, pop-up menus, and mouse problems...
Posted by tvanriper on Fri, 11 Apr 2008 15:01:39 GMT

I think I found a bug with the ArrayCtrl's pop-up menu support. I'm not sure how best to resolve it.

Environment

 Ultimate++ 2008, Beta 2.
 Windows Vista OS
 Visual C++ 2005

Steps to reproduce:

 Create a dialog with an ArrayCtrl.
 Call the control's AutoAppending().Inserting().Removing().AskRemove() functions to set it up.
 Run the application, call up the dialog, and right-click in the ArrayCtrl to bring up the pop-up menu.
 Click off the menu (that is, do not click one of the menu items, but somewhere else in the dialog).

Expected result:

Pop-up menu goes away.

Actual result:

Pop-up menu continues to remain.

Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...
Posted by tvanriper on Fri, 11 Apr 2008 15:21:57 GMT

Hrm... I may have found another bug related to this. Or maybe it's a separate bug, I'm not sure.

Environment

As mentioned in the previous message.

Steps to reproduce

 Create a dialog with an ArrayCtrl (I used the layout tool for this, if that helps).
 Call the functions as the message above.
 Ensure the dialog has an Acceptor and Rejector for an OK and Cancel button.
 Run the application, and bring up the dialog.
 Right-click on the ArrayCtrl, to bring up the pop-up menu.
 Hold the mouse pointer over the pop-up menu, and tap the ESC key, to close the pop-up menu.
 Click on either the OK or Cancel button.

Expected result

Cancels or accepts the input, depending on the button you press.

Actual result

The dialog does not appear to do anything. The only way to close the dialog, at this point, is to click on the 'Close' button in the upper-right corner (the one on the title bar).

Keyboard accelerators for these buttons do not seem to make the button work, either.

I tried changing the buttons to call a custom function through THISBACK, and call Break() from within the custom function. It still fails to close the dialog. Debugging, I see that EndLoop gets called (within CtrlCore.h), but has no effect.

Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...
Posted by mirek on Wed, 16 Apr 2008 09:07:52 GMT
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I have performed quick check in existing apps, seems ok.

Can you post a testcase please?

Mirek

Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...
Posted by tvanriper on Fri, 18 Apr 2008 20:32:26 GMT
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I'll work on reducing this to something simple.

I'm going to start a 1-week vacation soon, though.

Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...
Posted by tvanriper on Sun, 20 Apr 2008 22:36:12 GMT
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I tried to reproduce it in a simple environment, but it's proving to be difficult.

I suspect the problem has something to do with threading, especially given what I saw in the debugger. As I don't have multiple threads running in my simple environment so far, I may be missing the nature of the problem.

I do not know if it helps to know this, but I used boost::thread for thread support (it has a clean, consistent feel that I like).

Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...
Posted by mirek on Wed, 23 Apr 2008 08:23:24 GMT
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tvanriper wrote on Sun, 20 April 2008 18:36
I do not know if it helps to know this, but I used boost::thread for thread support (it has a clean, consistent feel that I like).

Well, if you want to use different threding library, please do not forget to either compile with "USEMALLOC" (and expect some performance loss or call

MemoryFreeThread();

at the end of each thread (otherwise you will have undetected memory leaks). This frees per-thread allocation cache, which in turn is essential for good MT performance.

Mirek

Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...
Posted by tvanriper on Wed, 23 Apr 2008 11:59:57 GMT
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Ah... I did not know about that. I'll look into it when I return to work.